

STRENGTH

- FORCE
- MELEE COMBAT

AGILITY

- DEXTERITY
- INFILTRATION
- RANGED COMBAT
- ADVANCED PILOT

WITS

- OBSERVATION
- SURVIVAL
- ADVANCED DATA DJINN
- ADVANCED MEDICURGY
- ADVANCED SCIENCE
- ADVANCED TECHNOLOGY

EMPATHY

- MANIPULATION
- ADVANCED COMMAND
- ADVANCED CULTURE
- ADVANCED MYSTIC POWERS

CHARACTER

| | |
|------------------|---------------|
| NAME | |
| CONCEPT | |
| ICON | |
| ORIGIN | HOME SYSTEM |
| UPBRINGING | GROUP CONCEPT |
| PERSONAL PROBLEM | |

PORTRAIT

| | |
|--|--|
| | |
|--|--|

| | |
|------------|--|
| BIRR | |
| REPUTATION | |

| |
|----------|
| FACE |
| CLOTHING |

| | |
|--------|--|
| HEALTH | |
| MIND | |

| | |
|---------------|--|
| HEALTH DAMAGE | |
|---------------|--|

| | |
|---------------|--|
| STRESS DAMAGE | |
|---------------|--|

| | |
|-------------------|--|
| EXPERIENCE POINTS | |
|-------------------|--|

| | |
|-----------|--|
| RADIATION | |
|-----------|--|

TALENTS

| | |
|---------|---|
| CONCEPT | * |
| GROUP | * |
| ICON | * |
| | * |
| | * |
| | * |
| | * |
| | * |
| | * |
| | * |

ARMOR

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CRITICAL INJURIES

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WEAPONS

| | | | | | | | | |
|--------|-------|------|-----|------|-------|---------|--------|--|
| WEAPON | BONUS | INIT | DMG | CRIT | RANGE | COMMENT | RELOAD | |
| WEAPON | BONUS | INIT | DMG | CRIT | RANGE | COMMENT | RELOAD | |
| WEAPON | BONUS | INIT | DMG | CRIT | RANGE | COMMENT | RELOAD | |
| WEAPON | BONUS | INIT | DMG | CRIT | RANGE | COMMENT | RELOAD | |

GEAR

| | | | |
|---|---|----|---|
| 1 | * | 6 | * |
| 2 | * | 7 | * |
| 3 | * | 8 | * |
| 4 | * | 9 | * |
| 5 | * | 10 | * |

CREW RELATIONSHIPS

| | | | |
|------|---------|-------|--------------------------|
| PC 1 | OPINION | BUDDY | <input type="checkbox"/> |
| PC 2 | OPINION | BUDDY | <input type="checkbox"/> |
| PC 3 | OPINION | BUDDY | <input type="checkbox"/> |
| PC 4 | OPINION | BUDDY | <input type="checkbox"/> |

PEOPLE I'VE MET

[illegible]

MY CABIN

| |
|-------------|
| DESCRIPTION |
| |
| GEAR |
| |
| |
| OTHER |
| |

TINY ITEMS

[illegible]

NOTES

[illegible]